



PSP.



# CRUSH™



SEGA®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

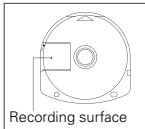
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

### **Use and handling of UMD™**

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only if the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



#### **Ejecting the disc**

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

#### **Storing the disc**

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Thank you for purchasing CRUSH™. Please note that this software is designed for use with the PSP® (PlayStation®Portable) system. Be sure to read this software manual thoroughly before you start playing.

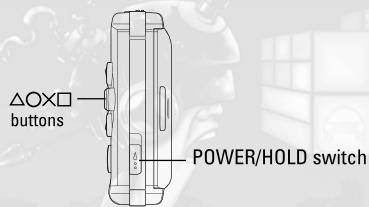


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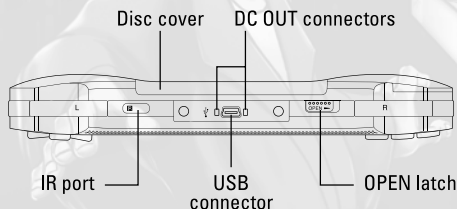
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# GETTING STARTED

## Right side view



## Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the CRUSH™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

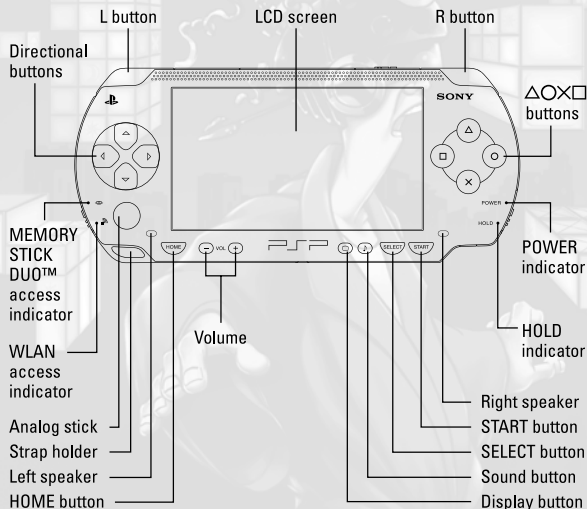
## Memory Stick Duo™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

# SETTING UP

## PSP® (PlayStation®Portable) system configuration



# The Story

## Danny

Hospitalized for insomnia, our troubled hero is a nervous wreck, his subconscious swimming in unresolved issues. Sleeping is all he can think about, and thinking about it keeps him awake at night.

## Dr. Reubens

Maverick psychologist or mad scientist, Dr. Reubens is the pioneer of a new field in medicine. He is convinced his miracle machine will get to the bottom of Danny's troubles and win him the academic acclaim he is due. And then the ethics board will have to hear him out, yes...

## C.R.U.S.H.

Dr. Reubens' pride and joy, C.R.U.S.H. is the very latest in psychotherapy. Her name stands for Cognitive Regression Utilizing pSychiatric Heuristics and according to Dr. Reubens, her processing power is matched only by her beauty.

## Regression Therapy: A New Perspective

What makes C.R.U.S.H. unique is her ability to re-frame a patient's problems. While under hypnosis, C.R.U.S.H. will allow Danny to move between 3D and 2D as he navigates his neuroses and comes to terms with the secrets of his past.



# Welcome To The Machine

## C.R.U.S.H. MAIN MENU SCREENS


When you load up the game you will see the following options on screen:

### New Game

Start your therapy from the beginning. Choose New Game if this is your first time playing CRUSH.



### Continue

Continue from an unlocked level or replay a completed level. To view your performance on completed levels, press the  button.



### Trophy Mode

Every time you collect a trophy pick-up, you unlock the special time/crush limited trophy mode for that level. Pit yourself against Dr. Reubens' benchmark sanity scores for a clean bill of health.

### Load Game

Select and load previously saved games from a Memory Stick™.



### Options

The Options menu allows you to modify several Game Options, access a Memory Stick™ to load, save or delete games, view a gallery of unlockable artwork, and peruse the roster of (mostly) rehabilitated patients who have brought C.R.U.S.H. to the masses.



## GAME OPTIONS

### Music Volume

Adjusts the in-game background music using the   buttons.



### Sound Effects Volume

Adjusts the in-game sound effects using the   buttons.

### Hints On (Yes-No)

With Hints On set to "Yes", the game will offer helpful hints at points where you may be stuck. If set to "No", you will be left to work out the puzzles for yourself.

## LOAD/SAVE OPTIONS

### Load Game

Select and load previously saved games from a Memory Stick™.



### Save Game

Create a Save Game on a Memory Stick™.

### Autosave (Yes-No)

With Autosave set to "Yes", the game will automatically save after each level. If set to "No", a request will appear on screen at the end of a completed level.

### Delete Saved Game

Remove saved games from your Memory Stick Duo™.

### Gallery

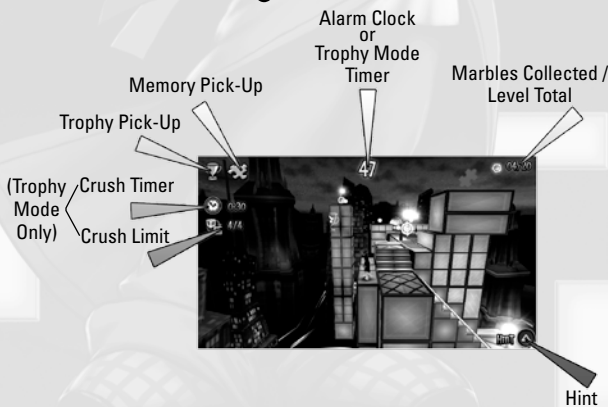
Therapy through artwork; disturbing clues to Danny's neuroses are unlocked by collecting Memory pick-ups in the game.



### Credits

Former patients of Dr. Reubens. These are the insomniacs responsible for refining the C.R.U.S.H. therapy machine.

# Waking In A Dream; How To Play The Game



## Game Controls:



## ANALOG-STICK - MOVE PLAYER

The analog stick controls Danny's movement. Tilt it gently to walk, and use full tilt to run. Lucky for Danny, C.R.U.S.H. protects him from walking or running off edges where he might fall to his death. But beware, if Danny wants out, C.R.U.S.H. won't stop him from crawling or jumping to his doom!

## DIRECTIONAL PAD - MOVE CAMERA

Using the directional buttons changes the camera view and crushable angle; press  $\leftarrow \rightarrow$  to rotate the camera around the player, and  $\uparrow \downarrow$  to go between horizontal and vertical angles.

### **L** button – *Crush/Uncrush*

As you venture into the strange world of Danny's subconscious, you will learn to crush back and forth between 3D and 2D as you navigate through his many puzzles and problems. Dr. Reubens' machine allows Danny to crush only against certain surfaces (refer to Block Types on pg. 9).

### **R** button – *Look-Around Camera*

Hold the **R** button and use the analog stick to rotate the camera in look-around mode, allowing Danny to zoom out for a better perspective, useful for finding the most hidden pick-ups.

### **X** - *Jump*

Tapping the **X** button enables Danny to leap short distances; holding the **X** button allows Danny to jump further. Jumping while a lightheaded thought is active (see Thoughts on pg. 13) increases the height and length of Danny's jump even further.

### Ⓞ - Push

There are many boulders within the levels that can be moved around to press switches, make stepping-stones and even destroy nightmares.

### Ⓞ - Crouch

Crouching will allow Danny to get into many nooks and crannies within a level. Dr. Reubens likes to probe nooks and crannies, so do what you can to explore. Sometimes Danny may need to crouch in order to crush into the most secret little areas!

### Ⓞ - Show Hint

Occasionally, C.R.U.S.H. will notice something you might have missed. When this happens, a message will appear in the bottom right-hand corner of the screen, offering you a hint. Press the Ⓞ button to see what advice C.R.U.S.H. has to offer. But note, you will need to turn hints on in the Options menu – the first step to recovery is asking for help.

### START button – Pause menu

Brings Danny temporarily out of C.R.U.S.H. therapy and accesses the Pause menu.

### SELECT button – The Help Screen

If Danny is having trouble remembering how to navigate within C.R.U.S.H. or needs to remind himself about different block types, all he needs do is press the SELECT button and C.R.U.S.H. will give him a quick refresher.



## PAUSE MENU

**Resume** – Continues the game from before you paused.

**Restart Level** – Begin the level from scratch, resetting all stats for this session.



**Options** – Brings up the game options. This is the same screen that you can access from the main menu.

**Quit** – Leaves the current level and returns to the level select screen.

# The Weird & Wonderful World of C.R.U.S.H:

Dr. Reubens has programmed C.R.U.S.H. with some informative tutorials to guide Danny through the protocols of his radical therapy, but due to previous disagreements with the ethics board, Dr. Reubens is now required to document his practices.

## Block Types

There are three main types of Blocks. Their appearances will differ depending on how far back Danny has regressed. Make sure to press the SELECT button and familiarize yourself with the Block Types in the Help Screen. All Blocks are solid in 3D, but in 2D they respond in different ways:

### Solid Blocks

Can be stood on, but not walked through. Danny cannot crush against Solid Blocks.

### Hollow Blocks

Can be stood on and walked through. These are the only Blocks Danny can cross in a top-down crush.

### Ghost Blocks

Can't be stood on but can be walked on and fallen through. Ghost Blocks will appear as holes through the ground in a top-down Crush. Don't worry, that's perfectly natural.

## Ramps and Stairs

Danny can climb up stairs just by walking into them, but ramps are a bit more slippery. However, both reduce to much simpler shapes when crushed the right way, so if one angle doesn't work, why not try a different one?

## Sheets

Sheets are infinitely thin Blocks. They behave differently in 3D and 2D space much like the rest of the Blocks. However, Sheets are always present but are not always visible. Depending on your camera view and what space you occupy (2D or 3D), the Sheets will appear or disappear.

## Moving Blocks

Look for these as they often lead to otherwise inaccessible parts of a level. Sometimes an area looks as though it can't be reached, but a hidden switch can activate a Moving Block and open up new avenues to explore.

## Fragile Blocks

A Fragile Block looks like a cracked and pitted Solid Block, but it will crumble away very quickly if Danny puts any weight on it. Fragile Blocks reappear in 3D, so Danny need not fear if he fails to make the most of them on his first attempt.

# Dr. Reubens' Experimental Treatment ALSO Recommends:

## CAMERAS

In 3D, you can rotate the camera around Danny using the directional pad or hold down the **R** button and use the analog stick to look around the entire level. In 2D, the camera scrolls horizontally and vertically instead.

Danny is advised to look around frequently in order to find bonus pick-ups and get the most from his treatment.

## FALLING

Danny can cope with a fair drop, but six blocks or more will wake him up, so look before you leap.

## CHECKPOINTS



During therapy, Danny will come across checkpoints that store his progress within a level. If Danny wakes up from any unfortunate accidents during treatment, C.R.U.S.H. will return him to the last checkpoint tagged, but it is important to note that this information is not saved if you leave a level!

## THE EXIT



In each level, C.R.U.S.H. creates an exit, but Danny must collect at least half of his lost marbles before Dr. Reubens will deem the session successful and allow him to progress.

## PICK-UPS

Danny should collect as many pick-ups as possible to ensure a full recovery. Pick-ups come in three main flavors:

### Marbles

Marbles are the most common type of pick-up. Danny must collect at least half of the marbles in each level to open the exit.



#### Blue Marbles

These are worth one point and are scattered all around Danny's mind.



#### Pink Marbles

These are worth three points and are usually harder to get than the blue ones.



#### Red Marbles

These are worth 10 points, but there is only one in each level and it is inevitably hidden in some obscure corner of Danny's subconscious. Note: Tutorial levels may have more than one red marble.



#### Memories

There is only one memory in each level. Collecting these will unlock images in the gallery that may give an insight into Danny's troubled mind.



#### Trophies

Danny didn't win many trophies as a child, but now is his chance to change all that. There is only one trophy in each level and collecting it unlocks the time/crush limited trophy mode for that level. But be warned, trophies don't come without a challenge: trophies can only be seen and collected while a trophy thought is active.

## NIGHTMARES



#### Cockroaches

These evil pests have infested every corner of Danny's psyche – but under that tough exterior, they're just as soft and vulnerable as everyone else. So crush them against a Solid Block, roll a boulder over them or even capture them in a cage.



#### Block Walkers

An unfortunate childhood incident left Danny with an unusual phobia of building blocks. Really, don't ask. In his mind, this fear manifests as Block Walkers: uncompromising automatons that march through Danny's mind pausing only while he is crushed in 2D.



#### Slugs

As Danny regresses into his childhood, so too do some of his nightmares. The slugs in Danny's mind are not actually slugs at all but the oversized larvae of cockroaches. They are lethal, and will lunge at Danny, should he cross paths with one. The only way to deal with these menaces is to crush them – causing them to curl into a protective ball. Only then can Danny roll them out of the way.



#### Hazard Blocks

Every now and then, Danny will come across walls and floors with nightmare limbs and appendages lurking in them. These nightmares may seem to go quiet as Danny approaches, but they're just luring him in so they can slap him around, so don't get too close!

## BOULDERS

These are large objects that Danny can push around the level, but in order to keep Danny from losing his mind, C.R.U.S.H. will make any lost boulders reappear in 3D.

**Note** – Danny’s mental muscle is stronger than he thinks. He can push boulders even when he is slightly above or below them. In places this will prove critical to his recovery.

There are a variety of boulders, but the four common types are:

### Balls



### Rollers



### Octaballs



### Octarollers



In addition to the standard boulders, rollers and octarollers also have ghost variations and can be crushed to create 2D tunnels through Solid Blocks.

## SWITCHES

There are a variety of switches in the game, in order to move things such as platforms, doors and cogs. Green switches have latches and will stay down once pressed, however blue switches are only active while something is pressing them down.

Both colors come in three different sizes:



**Small Switch** – This can be triggered by either Danny or a boulder.



**Large Switch** – Danny is not heavy enough to trigger this switch, and he must find a boulder to use instead.



**Medium Switch** – In 3D, this behaves as a large switch, but crushed the right way, it will look and behave like a small switch.



### Cogs

These are a special type of trigger that can only be turned on by either moving a cog into place or by crushing a series of cogs together.

## CRUSH-SENSITIVE OBJECTS

A number of objects in Danny’s mind respond to being crushed. Each has its own special properties.



### Portraits

Sometimes Danny will come across framed pictures in a level. These portraits will be activated when crushed and will release whatever was in the picture... be it a boulder or a nightmare. These can be a blessing or a curse, so consider the consequences before you crush!



### Cages

Cages open only in 2D, but as soon as they are triggered, they lock shut. They are great for containing problem nightmares, but beware, Danny can easily be caught in his own trap.

## THOUGHTS

An experimental element of Dr. Reubens’ therapy allows Danny to empower his thoughts by crushing, providing they are fully on-screen and not obscured.



### Trophy Thought

Be on constant look out for these, one can be found in every level! Triggering a Trophy Thought will reveal the trophy pick-up. Once the trophy has been grabbed, the thought will disappear.



### Lightheaded Thought

Triggering this thought will reduce gravity, allowing Danny to jump higher and further and avoid injury when falling long distances.



### Dimensional Thought

Not all thoughts are helpful. Danny should watch out for Dimensional Thoughts or while they are triggered, they will prevent him from uncrushing back to 3D.



### Temporal Thought

This thought is rare but very powerful. Triggering it will stop time, allowing Danny to move around his mind while everything else remains frozen.




### Alarm Clocks

Waking up within a level will undo all of Danny’s progress, sending him back to the last checkpoint, or worse, all the way back to the beginning, which really annoys Dr. Reubens! So, if you see an alarm clock, be cautious. Crushing the hands onto the clock will set it counting down. If this does happen, Danny’s only chance is to turn it off by jumping on the clock’s big red button.



# Trouble Staying ASleep? The Hint System

Crushed by the city, scared of the seaside? Simply turn hints on in the Options menu and C.R.U.S.H. will come to your aid. Press the  button when the Hint icon is displayed to see what C.R.U.S.H. has to say. But don't get too dependent on the hints. In the interests of Danny's full recovery, Dr. Reubens withholds them from the final stages of therapy.

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